

You had to come. *Had to.*

The others count on you, but you can't trust them.

There's something out there. Something hungry.

Will you survive?

What will it cost?

BEFORE THE DARK

Complete each Playbook.

- Underline one option from each italicized group.
- Underline four Resources.
- Fill in Relationship blanks.
- Roll a Secret.

You can fill in and underline the blank Resource if you roll a new Resource.

Choose at least six Playbooks; these are your Actors.

Choose one of them; this is your current Hero. The others are here too, but you don't control them directly.

Roll a *Threat* and fill out its Playbook. Complete the Natural Threat Playbook.

Look at your group's Goals and roll a *Mission Purpose*. Roll how the *Mission Starts*.

Narrate the beginning; end with *Disaster*.

DISASTER

1	collapse	4	quake
2	flood	5	attack
3	betrayal	6	unknown

INTHE DARK

Begin a new Round with an *Obstacle* and *Angle*. Roll 2d6 for each active Threat.

Roll *Fortune* for each Actor. Danger can result from fictional positioning too. If an Actor is in danger, define it.

Frame a question about the Hero, like "can the Diver climb faster than the water is rising?". Roll 2d6 + modifier.

Pick a Hero after the roll is resolved. Direct like a movie; jump around. Split them up. Interpret loose, fast, and hard.

After three questions are resolved, add up the total Good and Bad points of all Actors who rolled this round and look up the difference.

Roll *Fortune* for any Actors still in danger. An Actor is out of danger if they succeed on a roll that resolves the danger or if it has been averted.

Start a new Round.

MODIFIER

Base modifier is two minus Wounds. Subtract Force if the Hero is dealing with a Threat.

Add +1 if Role helps. +1 if any Adjectives help. +1 if Goal, Motive, or Relationships help.

The Wound adjective adds +1 or -1, if it matters. Add +1 for each truth the hero knows and can leverage.

RESOLUTION

12+ As 10+, and underline a new Resource or mark a Truth.

10+ Yes. +1 Good.

7-9 Yes. Mark d6/2 Wounds. +1 Bad.

6- No. Mark d6 Wounds. +1 Bad.

On the sixth Wound, the Actor is dead or lost and no longer eligible to be Hero.

t h r e a t

COINS

Earn a coin when an Actor uses their special ability, or a Hero uses their question, to affect another Actor.

Spend an Actor's coins on any roll to grant a bonus or penalty of coins spent. This can be a current action or as part of a flashback.

RESOURCES

Mark a Resource to roll a die again and keep the best. You can only mark underlined Resources. The second time you mark a Resource, it's lost.

OBSTACLE

1	chasm	4	squeeze
2	water	5	scout
3	ambush	6	Actor

THE THREAT

12, not here, 10+, Force 1, 7-9, Force 2, 6-, Force 3. If a Threat is dealt with directly, mark off the Force value. At full boxes, replace it with a new Threat.

THE 2D6 ORACLE

On a 7+, it's yes. On a -6, it's no. On a 9-, a break; a failure; a loss; a secret hurts; a false hope; a hard choice. On a pair, a *Wrinkle* interrupts.

AFTER THE DARK

When your Hero wants out and it's plausible, roll a d6 + Obstacles faced. On a 6 or higher, the next Round is the last. The exit is past the next Obstacle.

At the end of the round, add up the total Good points and the total Bad points of everyone who made it out. Look up the difference in *Game Results*.

On Fortune rolls, you choose if you roll each Actor in order, or roll all the dice first and then assign them.

ANGLE

1	cross	4	escape
2	avoid	5	physical
3	social	6	mental

THE TRUTH

When you discover a clue or weakness on a roll, mark a Truth. If all are checked, add an extra Outcome.

An Actor can skip the first Fortune roll of a Round (except the last) by marking any plausible Resource twice.

SECRETS

1-2	3-4	5-6
1 took advantage	1 lied	1 ruined someone
2 fatally bad call	2 stole credit	2 cheated
3 covered it up	3 murder	3 betrayal
4 false accusation	4 said nothing	4 abandoned
5 drove drunk	5 let it happen	5 left friend to die
6 mob justice	6 broke heart	6 adultery

DIVERTED

1 fall in a pit	2 cave-in	3 floor collapse
4 faction fight	5 forked tunnel	6 feeding room

GAME RESULT

1	choose two Outcomes per survivor
2	choose one Outcome per survivor
3	choose one Outcomes
4	choose one Outcome then Final →
5	choose one Outcome then Final →
6	choose one Outcome then Final →
8	choose one Outcome then Final →

OBSTACLE RESULT

mark 2 Threat
mark 1 Threat
Diverted
Fortune, one
Fortune, all
Fortune, one, danger
Fortune, all, danger

OUTCOMES

A	someone gets a thing they want
B	threat doesn't get what it wants
C	someone thought dead isn't
D	someone's goal is twisted or ruined
E	the world is worse off
options can be taken more than once	

threat • a solo rpg

katamoiran rpgs

Inspired by
Apocalypse World • *The Skeletons* • *The Planar Codex*

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FORTUNE

	normal	danger	final	final danger
1	d6 injury			
2	danger	d6 injury		
3	danger	d6 injury	outcome D & E	d6 injury
4	pass poorly, +1 Bad		outcome D	outcome D & E
5	resource or person lost		choose D or E	outcome D
6	pass well, +1 Good		extra outcome	choose D or E

☐ THE BIOLOGIST

Good		Coins		Bad	
Precise		Picky		Slow	
				Dying	

gorgeous, driven • *feisty, icy* • *labwork, fieldwork*

Goal: *publish or perish* or *rescue a friend* _____

Motive: *Science!* or *show someone up* _____

The *lover, rival*, or *both* of the _____

The *ex-student* or *mentor* of the _____

Mark a Resource to mark Truth or to mark a Threat.

axe	science	field kit	<i>luck or skill</i>
fear	insight	pragmatism	

☐ THE DIVER

Good		Coins		Bad	
Cocky		Reckless		Slow	
				Dying	

athletic, brave • *competitive, seasoned* • *diver, caver*

Goal: *get them out* or *be the first to do it* _____

Motive: *adrenaline junkie* or *prove superiority* _____

The *lover, rival*, or *both* of the _____

The *ex-student* or *mentor* of the _____

Mark a Resource to give someone your bonus on a roll.

hammer	ruthless	climb kit	<i>luck or skill</i>
light	audacity	rebreather	

☐ THE DOCTOR

Good		Coins		Bad	
Poised		Shaky		Slow	
				Dying	

charm, works out • *brilliant, learned* • *surgeon, GP*

Goal: *rescue a sibling* or *find a cure* _____

Motive: *selflessness* or *God complex* _____

The *lover, rival*, or *both* of the _____

The *ex-student* or *mentor* of the _____

Mark a Resource to unmark d6 Wound boxes.

scalpel	school	first aid kit	<i>luck or skill</i>
sense	medicine	illicit drug	

☐ THE SUIT

Good		Coins		Bad	
Sincere		Greedy		Slow	
				Dying	

dapper, clever • *sales, lawyer* • *corporate power, money*

Goal: *enrich company* or *find out what went wrong* _____

Motive: *cover own ass* or *promotion* _____

The *lover, rival*, or *both* of the _____

The *former boss* or *former intern* of the _____

Unmark a Resource box.

cash	antidote	dress shoes	luck
hobby	corp intel	oily charm	

☐ THE SOLDIER

Good		Coins		Bad	
Leader		Stubborn		Slow	
				Dying	

hard, tough • *discipline, maverick* • *mercenary, special ops*

Goal: *contain it* or *get a sample* _____

Motive: *honor and duty* or *just follow orders* _____

The *lover, rival*, or *both* of the _____

The *sibling* or *former opponent* of the _____

Mark a Resource to reduce a Threat by d6; on 4+, roll a *Wrinkle*.

flare	CIA intel	training	<i>luck or skill</i>
c4	weapons	edc gear	

☐ THE LOCAL

Good		Coins		Bad	
Staid		Afraid		Slow	
				Dying	

familiar, quiet • *shady, naive* • *survived them, heard legend*

Goal: *find a loved one* or *prove it is real* _____

Motive: *regret for cowardice* or *make it right* _____

The *lover, rival*, or *both* of the _____

The *number one fan* or *thorn in the side* of the _____

Mark a Resource to treat a Fortune roll's result as a 4.

mace	courage	innocence	<i>luck or skill</i>
native	folklore	multitool	

☐ THE WRANGLER

Good		Coins		Bad	
Stoic		Fatalistic		Slow	
				Dying	

notices, tough • *ex-felon, outcast* • *trains pet, predator*

Goal: *find a new one* or *do what must be done* _____

Motive: *grief over loss* or *get even* _____


The *lover, rival*, or *both* of the _____

The *former target* or *ex-partner* of the _____

Mark a Resource to give someone a Coin.

book	big knife	dart gun	<i>luck or skill</i>
pet	experience	empathy	

☐ THE LAWMAN

Good		Coins		Bad	
Just		Angry		Slow	
				Dying	

stubborn, quick • *eagle-eyed, composed* • *imposter, knight*

Goal: *remove threat* or *capture quarry* _____

Motive: *protect innocents* or *see justice done* _____

The *lover, rival*, or *both* of the _____

The *former target* or *ex-partner* of the _____

Mark a Resource to roll an extra die and add it to the total.

dodge	handgun	tac vest	<i>luck or skill</i>
baton	justice	authority	

☐ THE CRIMINAL

Good		Coins		Bad	
Intent		Selfish		Slow	
				Dying	

improvise, cut • *scavenger, brawler* • *con artist, killer*

Goal: *repay a debt* or *earn freedom* _____

Motive: *protect loved ones* or *get mine* _____

The *lover, rival*, or *both* of the _____

The *former target* or *ex-partner* of the _____

Swap a Resource for one that you had hidden.

shiv	matches	hidden ally	<i>luck or skill</i>
zen	tenacity	promise	

Use common sense; the fiction must support an action or you can't do it. • Use traits to guide actions. • An Actor may use their special ability when you can explain how they do in the context of the fiction.

Note: Not all pdf viewers save form data properly. Use caution and test with a single playbook before relying on it over multiple sessions. You can also try "printing" to a new pdf as a backup. Or just print the sheet out.

THE BRUTE THREAT

Strength: speed • ferocity • raw power
Weapon: acid • razors • size
Weapon: mutilate • flense • dissolve
Appearance: repulsive • massive • feral
Goal: eat • breed • torture • destroy • survive • chaos

THE SUBTLE THREAT

Strength: stealth • charm • empathy
Weapon: drain • disguise • control emotions
Weapon: infect • enthrall • illusion
Appearance: just like you • seductive • hybrid
Goal: eat • breed • torture • destroy • survive • chaos

MISSION PURPOSE

1	rescue first group	2	retrieve artifact	3	shut down the facility
2	get crucial data	5	find a way out	6	finish the job

MISSION STARTS

1	hastily assembled group	4	meeting a group already on site
2	you wake up in the dark	5	you're the last survivor of first group
3	you're in a cell	6	a team building retreat gone wrong

WHINKLE

1	new Threat	2	someone's already infected	3	time limit before strike or bomb
4	a killer strikes	5	it isn't where you thought	6	one of you is an imposter

CLUES

1	virus	2	supernatural	3	inbreeding	4	genetic	5	alien	6	moral
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THE ALIEN THREAT

Strength: unnatural aura • psionics • tough
Weapon: transform • combine • infect
Weapon: drive mad • absorb • convince
Appearance: madness • attractive • pervasive
Goal: eat • breed • torture • destroy • survive • chaos

THE NATURAL THREAT

1	fire
2	rising water
3	toxic gas
4	physical instability
5	mental instability
6	dwindling resource

THREAT

1	Brute	2	Subtle	3	Alien
4+	Any Two				

NICKNAME

1	From first	2	From last	3	From event
4	Rhyme	5	None	6	None

HAIK

2	White	3	Platinum	4	Blonde	5	Auburn	6	Dark brown	7	Brown
8	Sandy Brown	9	Black	10	Orange	11	Red	12	Blue-black		

LOCATION

3-	Caves	Oil rig	Subway	Museum	Ship	Camp
4+	Island	Mall	Big city	Small town	Facility	Colony

EYES

2	Violet	3	Gray	4	Light Blue	5	Dark Blue	6	Dark Brown	7	Brown
8	Red-Brown	9	Hazel	10	Olive Green	11	Pale Green	12	Amber		

NAMES

1	Preston Brooks	2	Levi Frazier	3	Tommy Murphy	4	Frances Hodges	5	Elijah Vargas	6	Carmen Price	7	Alonzo Rodgers	8	Ada Cain	9	Wendell Hanson	10	Rudolph Mendez
11	Jose Ford	12	Darrin Clarke	13	Kristen Lowe	14	Chelsea Bryant	15	Marlon Nguyen	16	Carrie Roberts	17	Walter Wolfe	18	Horace Haynes	19	Chester Goodwin	20	Fred Hogan
21	Kay Lane	22	Michelle Martin	23	April Holt	24	Olive Hall	25	Mable Perez	26	Jessie Craig	27	Nadine Powell	28	Tina Horton	29	Daisy Norris	30	Geoffrey Morton
31	Simon Floyd	32	Florence Pope	33	Boyd Hart	34	Gloria Griffin	35	Eva Weber	36	Alyssa Miller	37	Harry Ross	38	Freda Jackson	39	Marsha Alvarado	40	Timothy Fisher
41	Adrian Pittman	42	Phil Bradley	43	Jermaine King	44	Dwight Norman	45	Trevor Soto	46	Penny Ballard	47	Duane Stewart	48	Dean Anderson	49	Kristine Shelton	50	Jeannette Gibson
51	Sharon Osborne	52	Christopher Casey	53	Bill Page	54	Marie Patterson	55	Howard Singleton	56	Viola Patrick	57	Joan Lawrence	58	Aubrey Valdez	59	Luis Stone	60	Leonard Williamson
61	Daniel Guzman	62	Emmett Boyd	63	Hazel Poole	64	Gary Payne	65	Angelina Hunt	66	Bryant Davis	67	Doug Matthews	68	Edna Douglas	69	Thomas Fleming	70	Lance Mendoza
71	Josh Stanley	72	Ernestine Ellis	73	Krystal Norton	74	Willie Moss	75	Nicole Hines	76	Eloise Garza	77	Hubert Walker	78	Courtney Warren	79	Angel Collins	80	Antoinette Munoz
81	Alicia Romero	82	Jimmie Vega	83	Mercedes Schneider	84	Rickey Todd	85	Ray Vasquez	86	Noel Byrd	87	Yvonne Meyer	88	Jody Bailey	89	Drew Olson	90	Brandy Gill
91	Jill Macklin	92	Jerome Howell	93	Terri Kelly	94	Nancy Yates	95	Juana Brown	96	Allen Powers	97	Calvin Caldwell	98	Nora Armstrong	99	Leah Underwood	100	Clint Gregory

Group Play Assign the role of Fate; Fate makes all Fortune rolls, describes the world, and details dangers. Fate also answers Oracle questions, either with a roll or as they choose. Each player takes one or more Heroes. At the beginning of each Round, Fate chooses one Hero to roll first; that Hero tags the next to roll, and so on. If the answer is yes, Fate narrates; if it is no, the player does. At the end, each survivor should calculate and spend Outcome points based on their own Good and Bad score (ignoring "per survivor").